





Constant:

WIDTH
HEIGHT
MTS
ENEMY-IMG
TANK-IMG
TANK-Y-POS
TANK-SPEED
ENEMY-SPEED
ENEMY-TOTAL
PJT-IMG
PJT-SPEED

Tank:

x-pos
dx

Changing:

Enemy

x-pos
y-pos
angle

Projectil

x-pos
y-pos

GST

- msg
- score

Big-Bang

on-tick
on-draw
on-key

NOTE:

- Remove all killed enemies from list
- Remove all projectile from list after PJT-y-pos > HEIGHT